

Softsmith™

Haunted Hill™

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SYSTEM REQUIREMENTS

Atari® 400 or 800 • 16K • Joystick
One Disk Drive • Atari BASIC Cartridge

PACKAGE CONTENTS

Haunted Hill Diskette
Instruction Booklet
Warranty Card

OVERVIEW

It's midnight and the evil Vampire Bats are flapping their way down through the ancient graveyard toward the peaceful hamlet. The town sheriff has asked you, the best marksman for miles around, to destroy the attacking bats and save the town. But be careful—the graveyard is haunted. If you destroy any tombstones, you will unleash unholy ghosts who will try to attack and kill you. Happy hunting!

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your diskettes carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not press `BREAK` while the program is running.

Do not press the `RESET` key.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Warranty Message section of this manual.

GETTING STARTED

To get started with Haunted Hill simply follow these steps (this is called "booting"):

1. Make sure that the power switch on the middle right side of the computer is in the off position. Turn on your monitor.
2. Insert the Atari BASIC cartridge into the left hand slot of your computer.
3. Connect the joystick to controller jack #1 (under the front of your keyboard).
4. Turn the power switch on your disk drive to the on position. Both the "on" and "busy" lights will come on.
5. When the "busy" light goes off, open the disk drive door by putting your finger on the handle of the drive door, pressing on the release button below it, and allowing the door to rise slowly.
6. Slip the program diskette into the drive with your thumb on the diskette's label. The label should be face up and will be the last edge to enter the drive.

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7. When the disk is fully inserted, close the drive door by pushing the handle down until you hear a click.
8. Turn the power switch on your computer to the on position. The screen will be a light blue, and the "busy" light on your disk drive will come on. This indicates that the program is loading.

The Softsmith logo page and Haunted Hill title page will now appear on the screen. If, instead, the BOOT ERROR message appears, you may have inserted the disk incorrectly. Try repeating the above instructions.

THE OBJECT OF HAUNTED HILL

The object of Haunted Hill is to kill the attacking bats before they reach the bottom of the screen, and to destroy any ghosts you release. Once a bat reaches the bottom of the screen, it is very hard to avoid and always lethal to the touch. A ghost is released every time you hit a tombstone three times. (The tombstones turn a different color each time they are hit.) The ghosts fly all over the screen (and off the screen) and will destroy you should they come in contact with you.

GAME OPTIONS

When the title page appears, you have several options to tailor your game. You may play Haunted Hill at either a fast or slow pace, with either 3 or 5 "lives." Press **F** for a more challenging game or **S** for a slower paced game and then press **OPTION**. An "F" or an "S" will appear at the top left of the screen. In either case, the game will speed up as you destroy successive waves of bats. Press either **3** for three lives or **5** for five lives and then press **SELECT**. Either three or five little people will appear at the top left of the screen to show how many lives you have.

HOW TO PLAY HAUNTED HILL

To start the game, press either the **START** key or the joystick firing button.

The joystick controls the right-left movement of your player (the little person at the bottom of the screen). You can "wrap around" the screen and appear on the opposite side. Use the joystick firing button to shoot your rifle.

To play again, press **START** or the joystick firing button.

SCORING

During the game, your score will appear in the top-center of the screen. You receive 10 points for killing a bat, one point for hitting a tombstone, and 50 points for destroying a ghost. The number of waves of bats you have destroyed appears at the top right of the screen. Between games, the highest score achieved is displayed in the top-center of the screen.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged diskettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems running your program, please contact the dealer where you purchased the software. They have the experience and service network to assist you.

Given normal use, it should not be possible to damage your diskette. Should your diskette (or the program on it) become damaged, please send it to us together with a short description of the problem. The Software Guild, Inc. will replace your disk promptly, per warranty provisions.

The objective of The Software Guild, Inc. is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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